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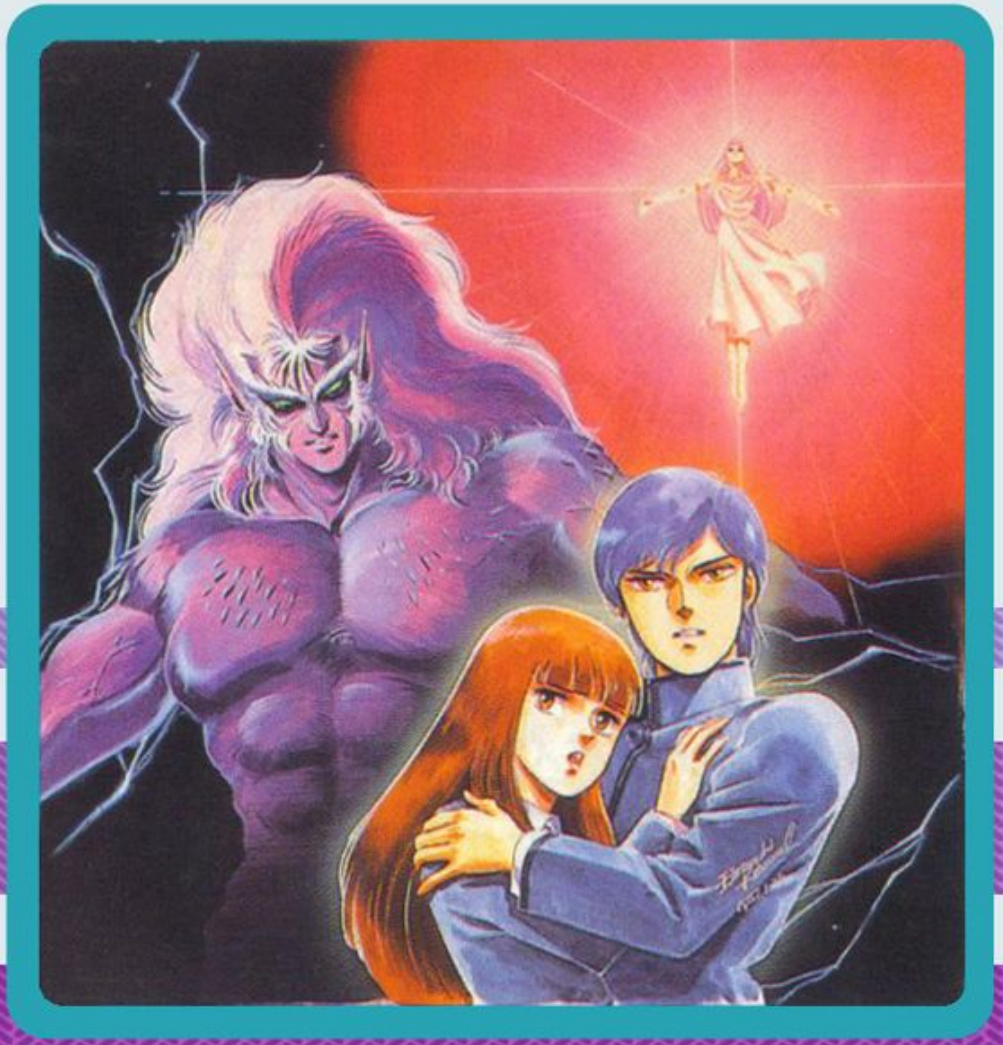
DIGITAL DEVIL STORY

MEGAMI TENSEI

Instruction Manual



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Thank you for purchasing Namco's **Digital Devil Story: Megami Tensei** game cartridge. The realistic 3D dungeons and over 150 types of monsters will draw you into an adventure straight out of ancient myths.

Reading this manual before you begin the game will help you to understand and enjoy the experience a lot more.

A Few Words of Caution

- Turn off the power before you swap out the game cartridge.
- Because it contains delicate equipment, please do not expose the cartridge to extreme temperatures or strong shocks. Also, never open the cartridge.
- Do not directly touch the cartridge port or let it become wet.

DIGITAL DEVIL STORY
MEGAMI TENSEI

1 THE DEVILOPOLIS The fortress of the Dark Lord, built in the land of Asuka! 2

2 STORY The Dark Lord Lucifer plans to take over the human realm. 4

3 HOW TO PROCEED Navigate the dungeons to reach the palace of Infini. 6

4 START THE GAME Distribute Nakajima and Yumiko's points amongst five stats... 8

5 CONTROLS AND SCREENS Screen layouts, commands, and status. 10

6 HOW TO KILL A DEMON Plan a variety of tactics to use against the enemy. .. 16

7 HOW TO GET AN ALLY It's entirely up to you. 18

8 HOW TO FUSE ALLIES A stronger ally is a more dependable ally! 20

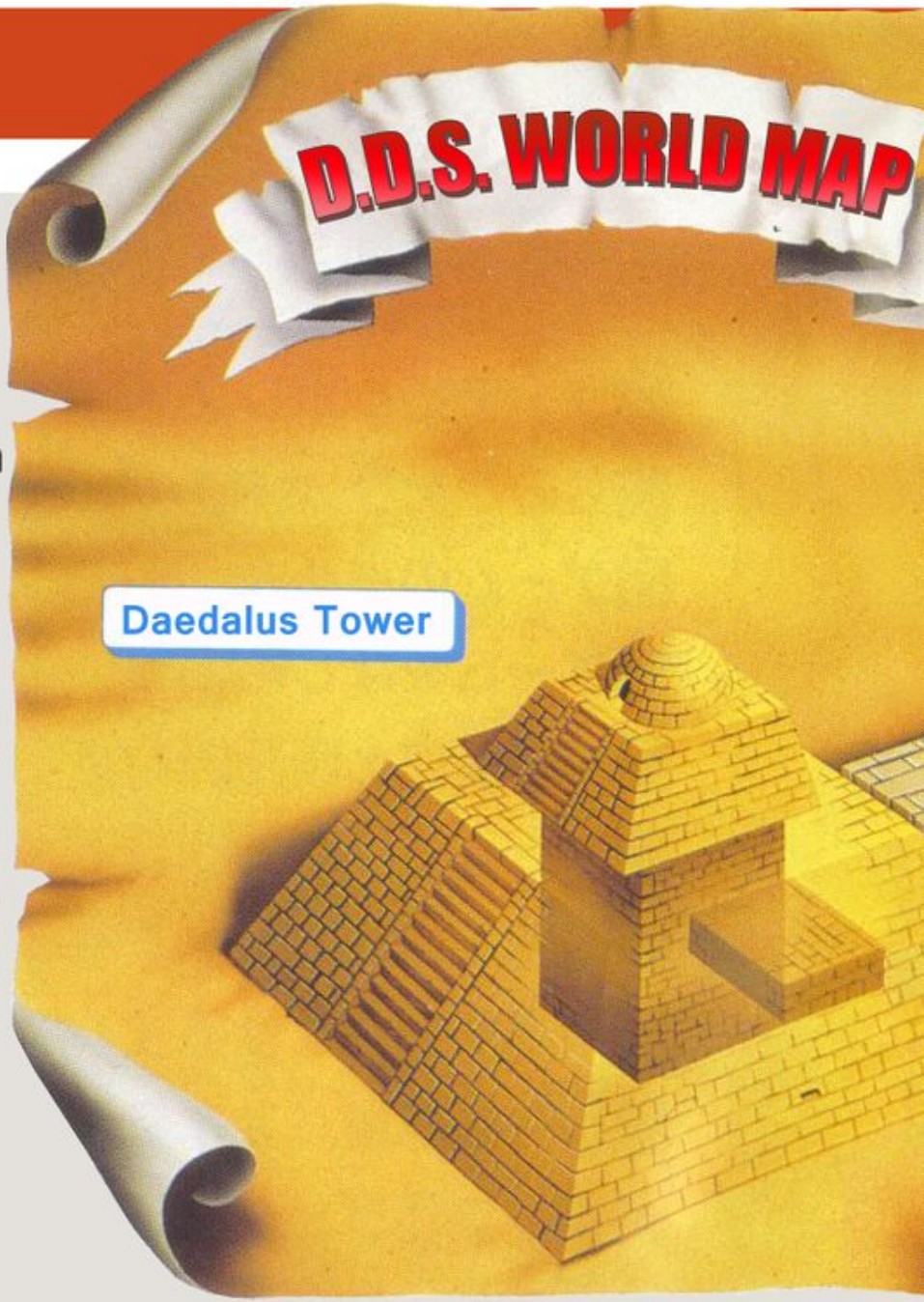
9 SECRET ROOMS/ ITEMS/ EQUIPMENT/ MAGIC 22

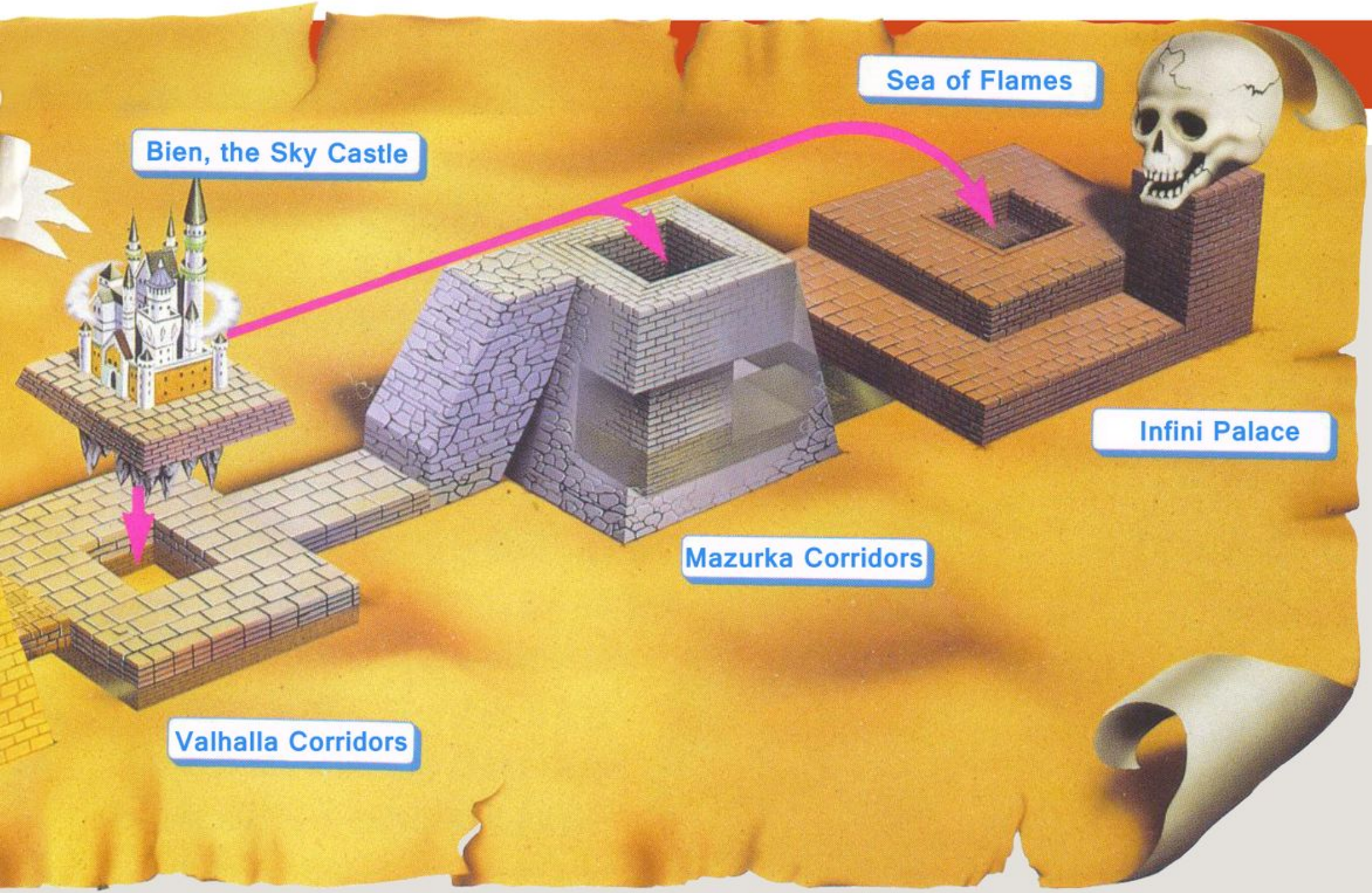
10 MAKING YOUR OWN MAPS 32

1 The Devilopolis!

■ The Devilopolis, built by the Dark Lord Lucifer, can be divided into the following six areas:

1. DAEDALUS TOWER... The town of Micom, which lies on the eighth floor, is the starting point. This tower is ruled by the Minotaur.
2. BIEN, THE SKY CASTLE... Defeating Medusa, the ruler of this castle, will allow it to move.
3. VALHALLA CORRIDORS... Ruled by the Tyrant Loki.
4. MAZURKA CORRIDORS... Hecate awaits you here.
5. SEA OF FLAMES... A difficult area where walking causes damage. It is ruled by the Tyrant Set.
6. INFINI PALACE... Nakajima's goal is to reach this place, which is under the control of the Dark Lord Lucifer.




Sea of Flames
Bien, the Sky Castle
Infini Palace
Mazurka Corridors
Valhalla Corridors

2 Story

Nakajima is a programming genius who attends Juusei High School. By fusing his knowledge of computers and the dark arts, he successfully created the devil summoning program...

But through his experimentation, the demons were able to actually take physical form, and began attacking humans.When at last Nakajima himself was in trouble, the one who came to his rescue was Yumiko Shirasagi, a transfer student. She turned out to be the reincarnation of Izanami, a goddess in Japanese mythology... And not only that, Nakajima also discovered that he was the god known as Izanagi.

With the powers that slumbered within him awakened, Nakajima joined forces with Yumiko and defeated the demons in a battle to the death.

It seemed as though peace had returned... But...

The Dark Lord Lucifer planned to take over the human world!

At that time, Lucifer came to reign again as the lord of the underworld. Plotting his conquest of the human world, he started building a labyrinth in the land of Asuka.

Lucifer was cunning. He sealed Izanami in the burial chamber of the labyrinth, knowing that she would eventually interfere otherwise. Not only that, he revived Loki, Set, and the other demons that Nakajima had defeated before. Steadily, his evil hands extended their grasp.

Nakajima and Yumiko came to know of this through a ghostly vision. To save humanity, and Izanami, they rushed to the land of Asuka. There, looming high above them, they saw the dark labyrinth which is known as the Devilopolis.

The curtain rises for a new battle now! Slash your way through it!

3 How to Proceed in the Game

● Solve the mysteries of the dark labyrinth, and defeat Lucifer! Your quest is to defeat the Dark Lord Lucifer, who plans to conquer the human world. Within the labyrinth, many riddles and traps await you, but after you overcome them and save Izanami, you will be able to reach the end of the Infini Palace.

● Gather allies and add them to your party! There are countless enemies, naturally... But some of them will be willing to ally themselves with you. Check their stats, add them to your party, and they will fight at your side. You can even fuse them together to gain even more power!

● Gain experience in battle, and the main characters will grow stronger! In the beginning, their levels are low, so you won't be able to proceed very far. First, you should defeat weaker enemies to gain experience points and makka. Doing that will increase their levels, and you will also be able to afford more powerful weapons and armor.

■ Important Terminology

EXPERIENCE POINTS..... A numerical representation of experience gained in battle.
HP (HIT POINTS)..... Health power. Hitting zero leads to death.
MP (MAGIC POINTS)..... Magical power. The more magic is cast, the more it will drop.
MAKKA..... The currency of the underworld. It is represented by the ħ symbol.
MAGNETITE..... The energy by which allied demons can manifest in the human world.
JEWELS..... Restore health power to the maximum.

4 Starting the Game!

■ There are three ways to start the game!

Pressing the start button will bring up the title screen.
Use the direction pad to select your command, and
the start button to confirm it.

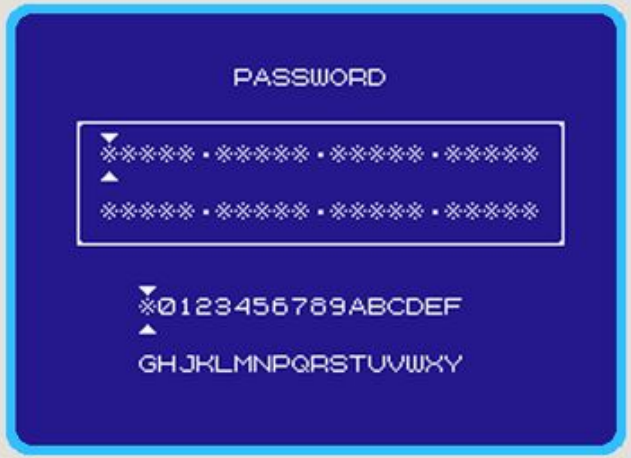
1.) FROM THE BEGINNING---------->START

When you choose the start option, you will determine Nakajima and Yumiko's stats.

They are divided into five categories (Strength, Wisdom, Attack Power, Agility, and Luck). You can distribute 15 points to gain power in any of these categories. To distribute a point, use the direction pad to highlight a category and press the A button to confirm your choice. If you wish to take back a point, use the B button. After you've finished, you can confirm your selection at the yes / no prompt.

You should create characters that reflect your own personal strategies. (For example, you could distribute more points to the strength category if you wish to focus on melee attacks.)

2.) CONTINUING A PREVIOUSLY PLAYED GAME----------> PASSWORD



Be sure to write down the passwords you get while playing the game. If you enter the password after re-starting, you can continue playing through.

Press the direction pad left / right to select a letter, and press A to enter it. If you made a mistake, press the direction pad up / down to highlight the letter you wish to change. (Up moves the highlighted position forwards, and down moves it backwards.) If you only wish to move back one space, you can use the B button.

2.) CONTINUING AFTER A GAME OVER----------> CONTINUE

If you got a game over, then you don't need to enter a password. Just select the continue option on the title menu to continue playing. However, your makka will be halved, and your number of jewels will drop to zero.

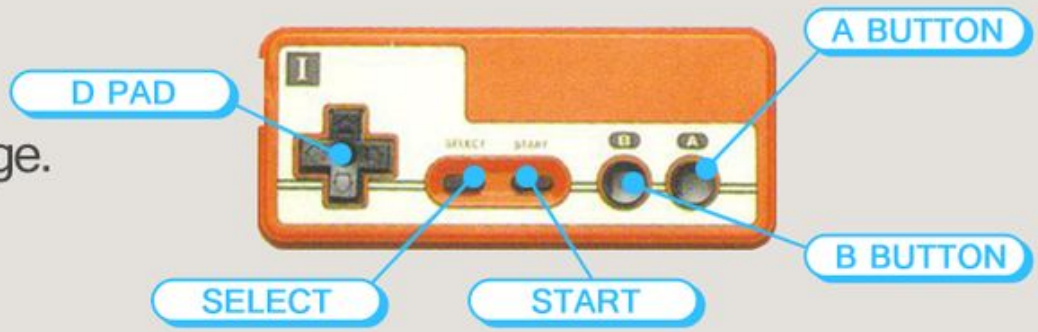
5 Basic Controls and Screens

■ Control the characters through moving and selecting commands.

1.) Move by using the direction pad. Pressing up moves forward, and pressing left, right, or down turns in their respective directions.

2.) Enter commands by doing the following: First, press the A button to display the cursor. Next, use the direction pad to select a command, and press the A button again to confirm it. To cancel, press the B button.

3.) There are other cases in which you must act as the screen indicates. Also, at the end of certain messages, an arrow pointing down may appear. At these times, you can press any button (either the direction pad or the A / B button) to continue the message.



FLOOR/ DIRECTION

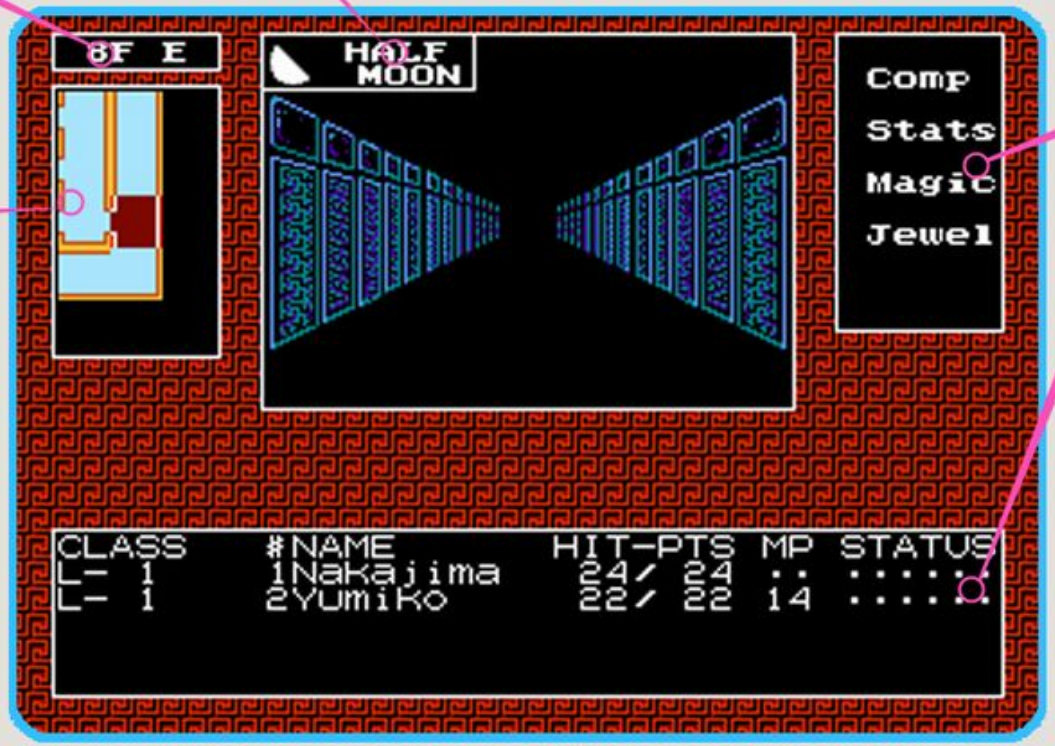
This indicates your current floor and the direction you are facing.

MAP

After casting the Mappa spell, your current surroundings will be shown here. You will always see which direction you are heading positioned at the top. It can't be used during the new moon phase.

Use the B button to shift between left and right screens!

LUNAR PHASE This represents the current lunar phase. It affects enemy strength, and has other odd effects.



COMMANDS See pages 12 and 13.

MEMBERS

Information is displayed in the following order: 1.) Current level (or class name, in the case of allied demons), 2.) member's name, 3. current HP / Max HP, 4.) current MP, and 5.) current status.

The following are status types:
Fight, Guard, Call, Magic, Dead, Sleep, Freeze, Stone, Palsy, and Poison

When you want to see the information in this portion of the screen, switch over to it with the B button.

Using Commands

■ There are two general ways to divide commands. There are commands you use while moving, and commands you use during enemy encounters. You should realize what each command does, and use them well.

●Commands you use while moving:

1.) COMP: This command makes use of a computer. Only Nakajima can use it. Consult pages 18 and 19 for more details.

2.) STATS: This command allows you to see the status screen. Unlike the basic party display at the bottom of the screen, this allows you to view equipment, items, power levels, abilities and more. Consult pages 14 and 15 for more details.

3.) MAGIC: Yumiko can, in addition to melee attacks, cast magic spells. She is unable to use all of the allied demons' spells, though. A list of spells is available on page 28.

4.) JEWEL: This will use one of your jewels. If you don't have any, this option will not appear.

Commands during an encounter with the enemy

During an encounter with the enemy, the commands automatically change into the following:

1.) FIGHT: Enter a fighting stance. You can attack with your equipment, cast a magic spell, or guard. There are other actions available as well. For more details, consult pages 16 and 17.
2.) RUN: Use this option to run from the battle. However, if you are unlucky, you may trip. In that case, the enemy could catch up!
3.) ORDER: You can change the party's lineup. Consult pages 18 and 19 for more details about the Order option.
4.) AUTO: This option automatically selects melee combat. It continues until either you or the enemy gets destroyed, but if you hold down the B button, you can interrupt the chain of attacks.

Viewing Status

■ On the status screen, you'll find all of the information pertaining to a character. Nakajima, Yumiko, and their allies all have slightly different information, so be sure to check them all.

● Nakajima's screen: His name, current level, abilities, experience earned, items collected, equipped weapon and defensive gear, and the amount of jewels, magnetite and makka are clearly displayed.

Regarding the abilities:

*STR: Physical power, affects attack power and endurance.

*WIS: Wisdom, affects negotiation ability and magic.

*ATT: Attack power *AGI: Affects pre-emptive attacks and speed.

*LUK: Affects ability to escape, pre-emptive attacks and general luck.

Each level gained will allow you to raise an ability by one point.

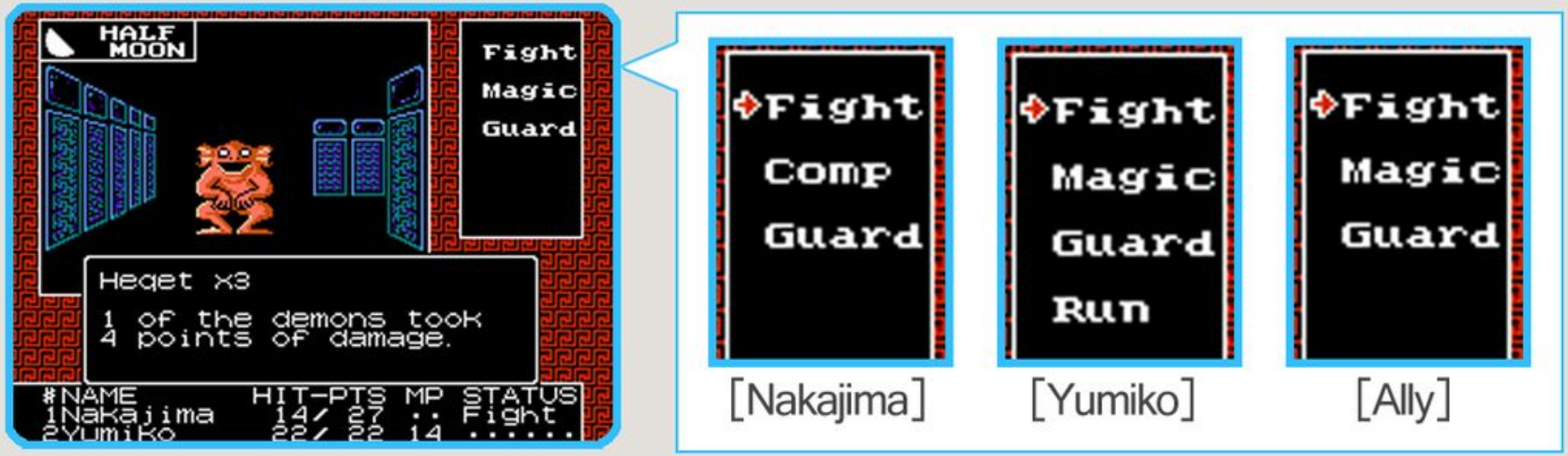
Each person's abilities and inventory are easily viewable!

● Yumiko's screen: It appears to be almost the same as Nakajima's, but instead of showing the experience earned, her screen shows the experience needed for the next level.
Also, instead of the items collected, hers shows the spells she can use, and her max MP is shown underneath her equipment. Nakajima and Yumiko share the same experience points, magnetite, jewels, and makka.

● Ally's screen: Shows the class, name, abilities, shift points (how much magnetite the demon uses), MP, as well as which spells it can use.

Demons do not possess a luck stat, but instead have a DEF (defense) stat.

6 This is how you defeat a demon!



■ We've already explained that the commands automatically change during an encounter, but the battle begins after selecting the fight option. Each member has a different selection of commands available to them. Keep that in mind as you plan your strategy.

1.) Fight: A melee attack using the weapon equipped. When the auto command is chosen, the fight choice will be repeated.
2.) Guard: Bolsters defense, but doesn't attack. Becomes less likely to be struck by an attack from the enemy.

Make different strategies for different enemies!

3.) Comp: Brings up the computer. For more details, consult pages 18 and 19.
4.) Magic: Yumiko and allied demons can cast magic spells. Allies can only cast spells during encounters with an enemy. Be careful about that.
5.) Run: Only allies can use this individual command. It allows a demon to escape by returning to Nakajima's computer... Unlike the main "run" command option, this is not literally running.

● Fighting: Use the commands we've explained here to destroy the enemy. If your level is too low, it will be hard to destroy the enemy with a single hit. Even if you take damage, keep attacking. Once the enemy is defeated, you will gain a number of experience points, depending on the enemy you faced, as well as makka. If a party member's HP falls to zero, they will die. If both Nakajima and Yumiko die, it's game over.

7 Make the demons into your allies!

■ Not all of the demons that you encounter will join you. Some of them, however, will become reliable members of your party. You can think of them as your demon allies. The classes of demons who will join you are predetermined, so it may help to take notes.

● How to get allies: During battle, have Nakajima use the Comp option. Doing so will give you the options "Talk" and "Call." Select talk. After that, you will enter into a discussion with that demon. Read the message on the screen, and try to choose the command that you think will get the demon to join. Generally, if you have the option to give it makka or a jewel, you will get on its good side... But be careful. Some demons will try to scam you. Also, you can only have up to seven allies.

Whether or not you make allies depends on you!

● **Include your allies in the party, and defeat your enemies using teamwork!** Nakajima can call out up to three allies from his computer into battle. Put together a party, and face off against the enemy. But remember, it costs makka to call out a demon.

1.) Calling: While moving around, or during battle, select Nakajima's COMP command. After that, select CALL.

2.) Binding: While moving around, select the COMP command, and then BIND to return the demon to the computer, or if you are in battle, have that demon select the RUN option.

3.) Order: If you select this command, you can change the party's lineup. The person in the front gets hit more frequently, so put whoever has the highest HP in the front.

8 How to fuse demon allies

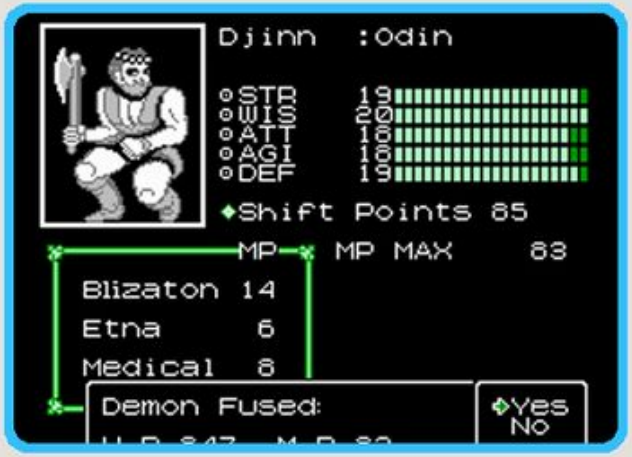
■ Any demons you've allied with can be fused together into even stronger demons!

● Fusion Procedure: You can only have fusions done at the Heretic's Manor. Take your allies there, if you wish to fuse them. Use the direction pad to move the cursor, and press the A button to choose the allies you wish to fuse. After that, the result of the fusion will be displayed. A yes / no prompt will allow you to decide whether or not to go ahead with the fusion.

On the fusion chart, a * mark means that the resulting demon will transform into the Fairy Dryad, and a circle mark means that it will transform into something else.

	1	2	3	4
1	—	*	○	○
2	*	—	*	○
3	○	*	—	*
4	○	○	*	—

You will have powerful, reliable allies!



●Some words of caution about fusions:

1.) If an ally is cursed or dead, they will not be fusable until cured.

2.) If the result of a fusion is already an ally, it cannot be fused.

3.) If Nakajima and Yumiko's levels aren't high enough, they might not be able to fuse a stronger demon.

4.) Fusing two allies together will not always bring forth a stronger demon. Sometimes it may produce a weaker one. Experiment with fusion until you find one that works well.

9 Secret Rooms

■ Within the labyrinth, there are many secret rooms. Here are several examples.There are others as well, like rooms with treasure or people who will give you information. Many exist, so search around for them.

● The Frontier Shop: This shop sells weapons and defensive gear. You'll need to spend your money (makka) to buy them. If you buy the same type of item that you already have, your previously equipped item will be sold. (For example, if you buy a katana, you'll sell your dagger.)

● The Fountain of Healing: You can restore your HP and MP to max here, but you'll need to pay for it with makka. The more healing is needed, the higher the price. But if a member of the party is cursed or killed, they cannot be healed until their status is back to normal.

There are such weird places in the labyrinth!

■ The Heretic's Manor: If someone is cursed or killed, go here to restore their status in exchange for makka. Fusions are also performed here.

● The Micom Sage:

As you proceed through the game, you should meet up with the sage of Micom on the eighth floor of Daedalus. He will tell you the password needed to continue playing.

● Rag's Shop:

This store sells very mysterious things. Although it's called a shop, you can't buy anything here with makka. You must make trades using amethysts.

Be sure to get these items!

In order to make your way through the traps and riddles of the labyrinth, and to defeat powerful enemies, there are times when you'll need the help of special items. These can be found by defeating certain enemies, or discovered in secret rooms. Here is a glimpse of some of the items you'll find:

AMETHYST

This purple crystal is the currency used at Rag's Shop. With it, you are guaranteed to run from enemies successfully.

CALM GEM

This is used to activate the elevator in the tower of Daedalus.
And yet it also has another very important use...

GARU'S SHIELD

This shield was once held by the gate guard of Bien. If you bring it back to him, he'll let you pass.

They will make the game a lot easier to beat!

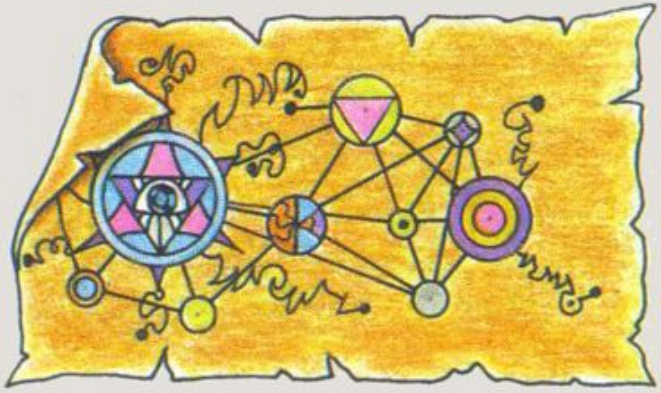
TABASA STATUE

This statue allows you to avoid being petrified by Medusa. It's hidden somewhere in Bien.

BULL KEY

Some doors are locked. You won't be able to enter them, unless you have the Bull Key.

SKY CITY PASS



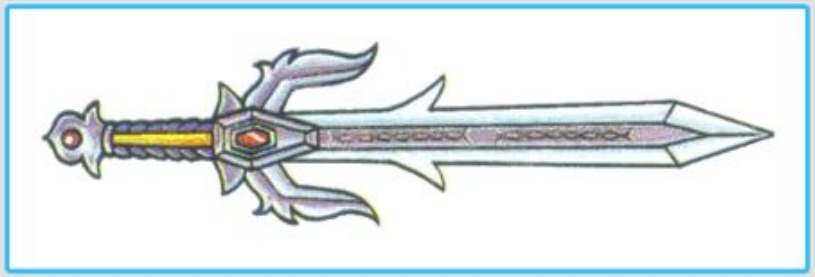
With this pass, you will be able to make Bien, the Castle of the Heavens, soar off from one location to another, or summon it there. It's also needed to pass through the gates of Bien.

RICK'S BRACELET

You can get this if you save Rick, a demon who was imprisoned in an underground cell. What it actually does is a secret!

Weapons and defensive gear

■ Weapons and defensive gear are a must-have for any journey, but you won't possess any at the start. As you proceed, you can buy them from the Frontier Shop, find them, or obtain them after defeating certain enemies. There are weapons, and three types of defensive gear (armor, helmets, and shields). You can only hold one of each type. Certain items can only be wielded by certain people.



● Weapons: Most weapons are sword types, and there are many kinds. At the Frontier Shop, the more a weapon costs, the more powerful it is. Certain weapons can strike multiple enemies at once.

Nakajima and Yumiko's lives depend on them!

● Shields

Shields ward off enemy attacks. Some of them are made of wood, metal, ceramics, and the like. There are many types. Only Nakajima can wield them.

● Suits of Armor

Armor protects the body from enemy attacks. At the start, be sure to equip the Combat Suit.

● Helmets

Armor protects the head, and as such it is especially effective protection against magic spells. There are standard helmets, charm helmets and more...

Spell Chart (1)

■ If you can master these spells, you'll have nothing to fear!

Yumiko and your allies are capable of casting spells. As Yumiko gains levels, she will master various spells, and she can use them at any time. Demon allies, on the other hand, have only a limited set of spells, and they can only use them during battle.

	Name	Effect	MP
Offensive	PSY	Uses psychic energy to pelt the target with stones	1
	PSYCHO	Uses psychic energy to blow away the enemy directly	4
	PSYCHIC	Creates a vacuum to rip the enemy up	8
	PSYCLONE	Uses psychic energy to twist the enemy around	12
	BOTT	Shoots a ball of fire	2

Try to use them at the right time, or against the right enemy!

	Name	Effect	MP
Offensive	BOTTRA	Launches a sword of flame at the target	5
	BOATTNA	Fires a swirling pillar of fire	10
	GABOATO	A spiral of flame burns everything	15
	BLIZZ	Chilly air dulls the enemy's movement	5
	BLIZZA	A fierce blizzard freezes the enemy	10
	BLIZATON	A deep freeze locks the enemy in ice	14
	KANDE	Lightning strikes the enemy	4
	KANDEON	Calls thunder and showers down lightning	9
	HAMA	Holy water pours from one's fingertips	5
	HACKE	A fog of holy water envelops the demons	10

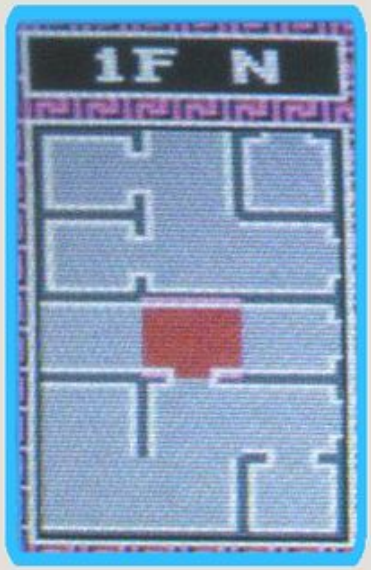
Spell Chart (2)

	Name	Effect	MP
	HAKYO	Holy light reduces targets to ash, the ultimate spell	15
Supportive	DORMIN	Displays illusions, blinding the target	3
	PRINPA	Strikes the target's heart, leaving them in a daze	5
	NOPP	Paralyzes the enemy with a binding enchantment	7
	MARINKA	Charms the enemy, making them lose the will to fight	10
	GUTHLIT	Puts the enemy to sleep	10
Defensive	HYPER	Fortifies spiritual, raising attack power	2
	TETRAJA	Sets up a shield, boosting defense	4
	ETNA	Seals the target's magic	6
	KYUMA	Absorbs an ally's magic (only usable by enemies)	/

Always keep in mind how much MP a spell costs during a fight!

	Name	Effect	MP
Curative	MEDI	Restores a bit of HP	2
	MEDICA	Casts MEDI on all allies	6
	MEDICAL	Restores HP to the max	8
	PATCH	Awakens a sleeping ally	4
	CLINK	50% chance of curing any ailment except death	7
	REKARM	Revives a dead ally, but sometimes fails	20
Special	SABBATH	Calls an ally without using the computer	8
	SWADONA	Views the password at any location	10
	STARUTO	Returns to Micom from any location	12
	MAPPA	Makes the map visable	2

10 Making maps is the key to beating the game!

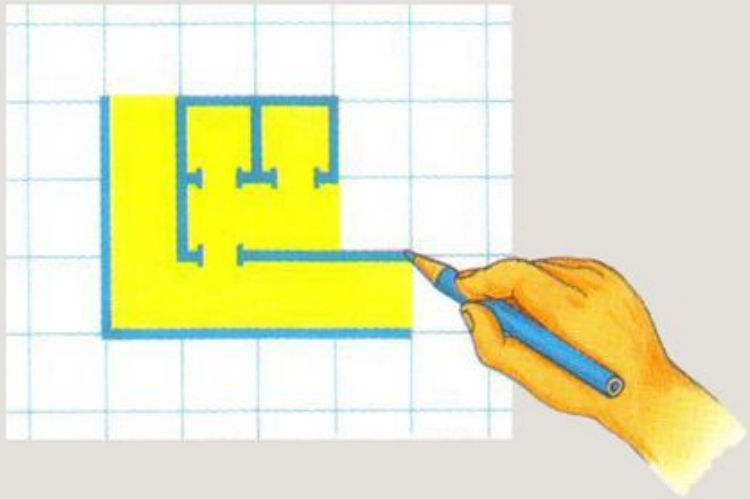


●Make good use of the mappa screen!

The fact that the mappa spell puts the location you're facing at the top may be disorienting, at first... But after you get used to it, if you keep an eye on the direction you're facing, you'll be able to see your position easily. It's extremely useful.

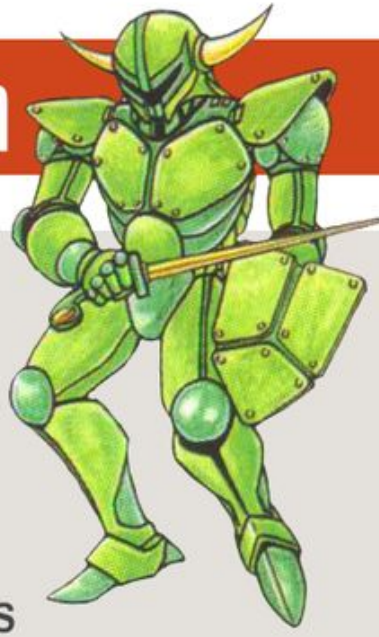
●Here's how to map out the labyrinth!

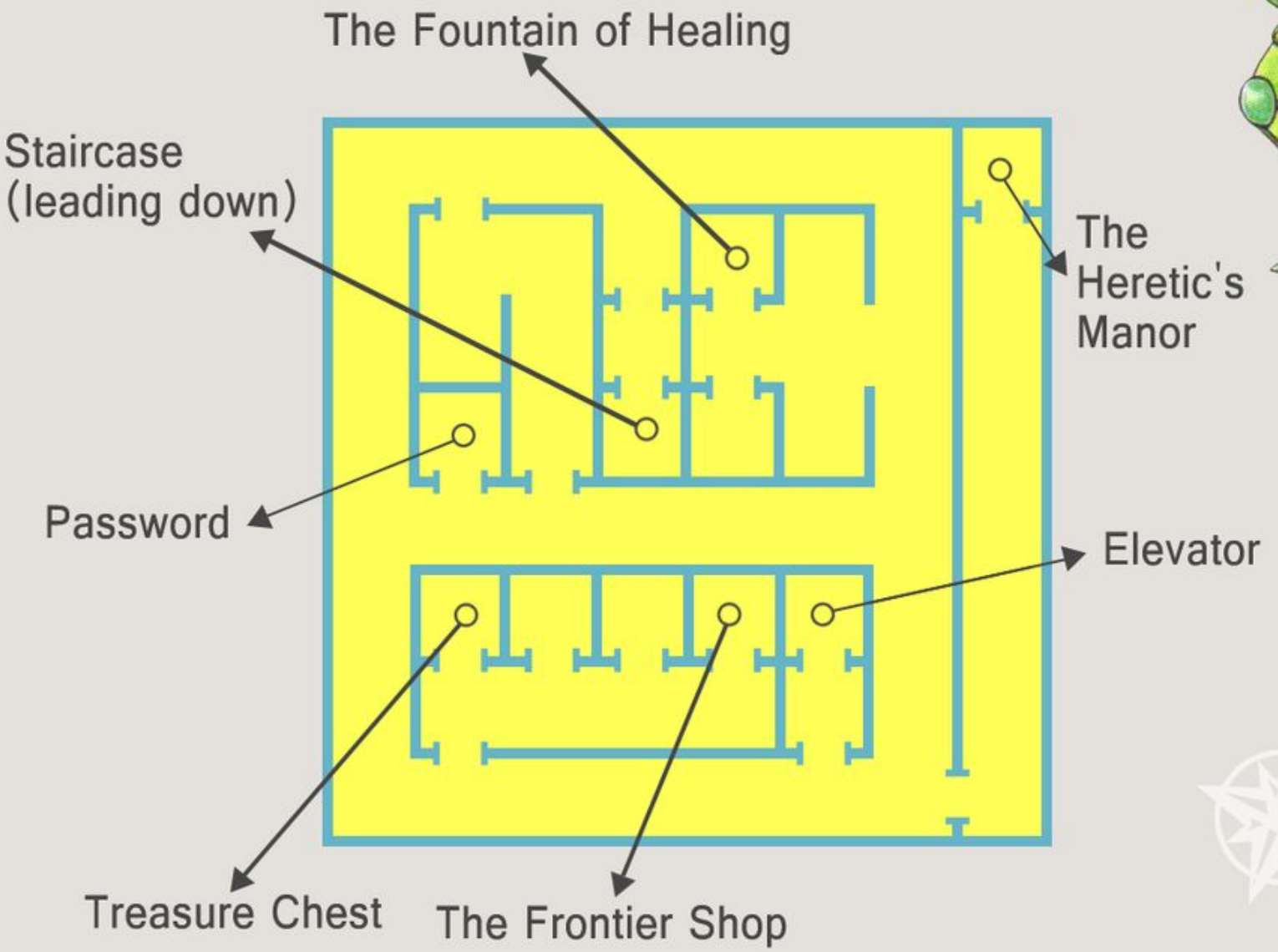
You should create your own map of the labyrinth. Start with a basic 8 by 8, 64 tile grid (though there are exceptions). We recommend tracing over graph paper, sketching the walls, staircases, and hidden rooms as you proceed.



It may seem like a pain, but it's actually quite enjoyable to see it all come together. Good luck!

The eighth floor of Daedalus / The town of Micom





"The Game Creators"

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